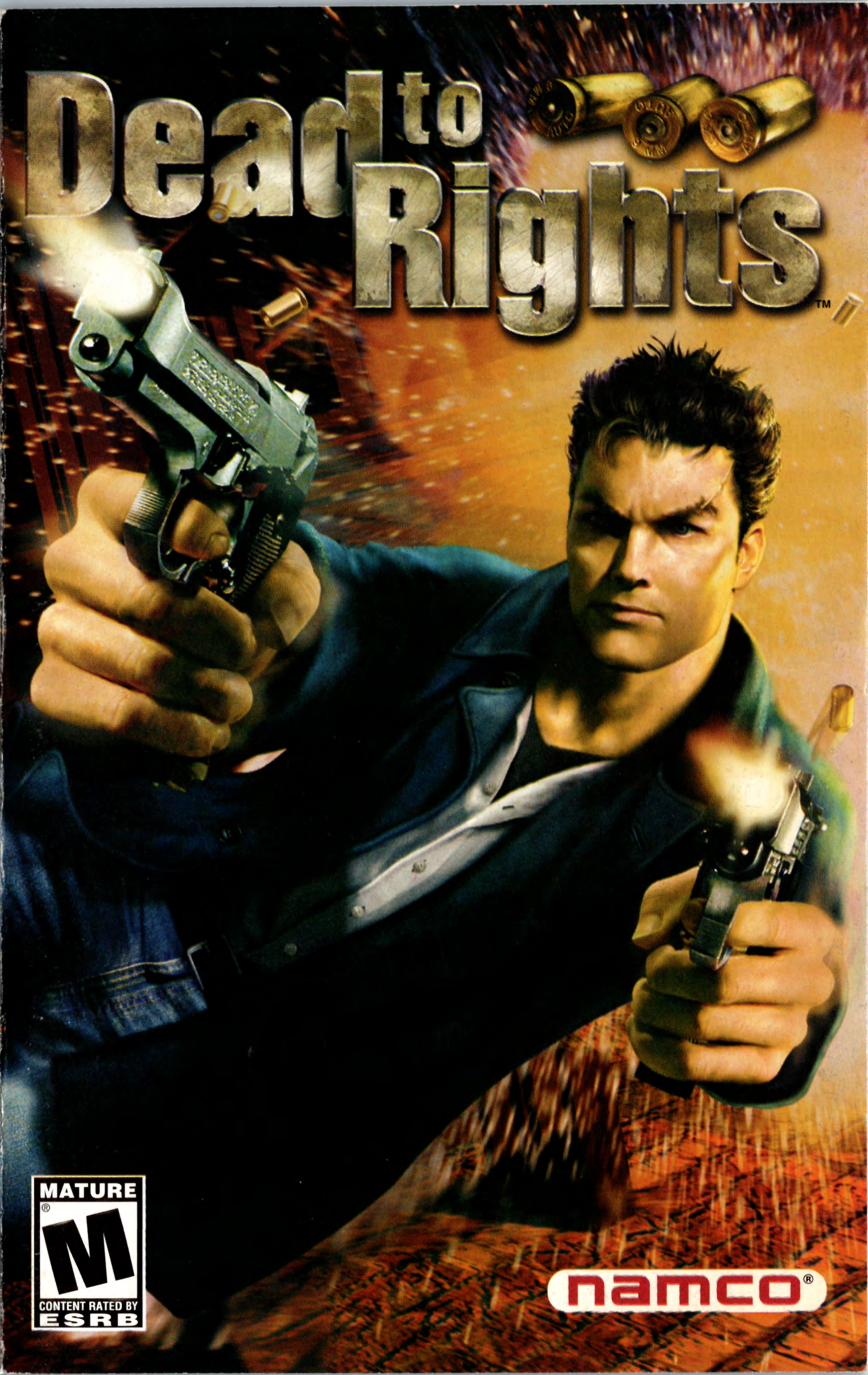
# Dead to Rights™



MATURE
M
CONTENT RATED BY
ESRB

namco®

## WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

## WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

## USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

## HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

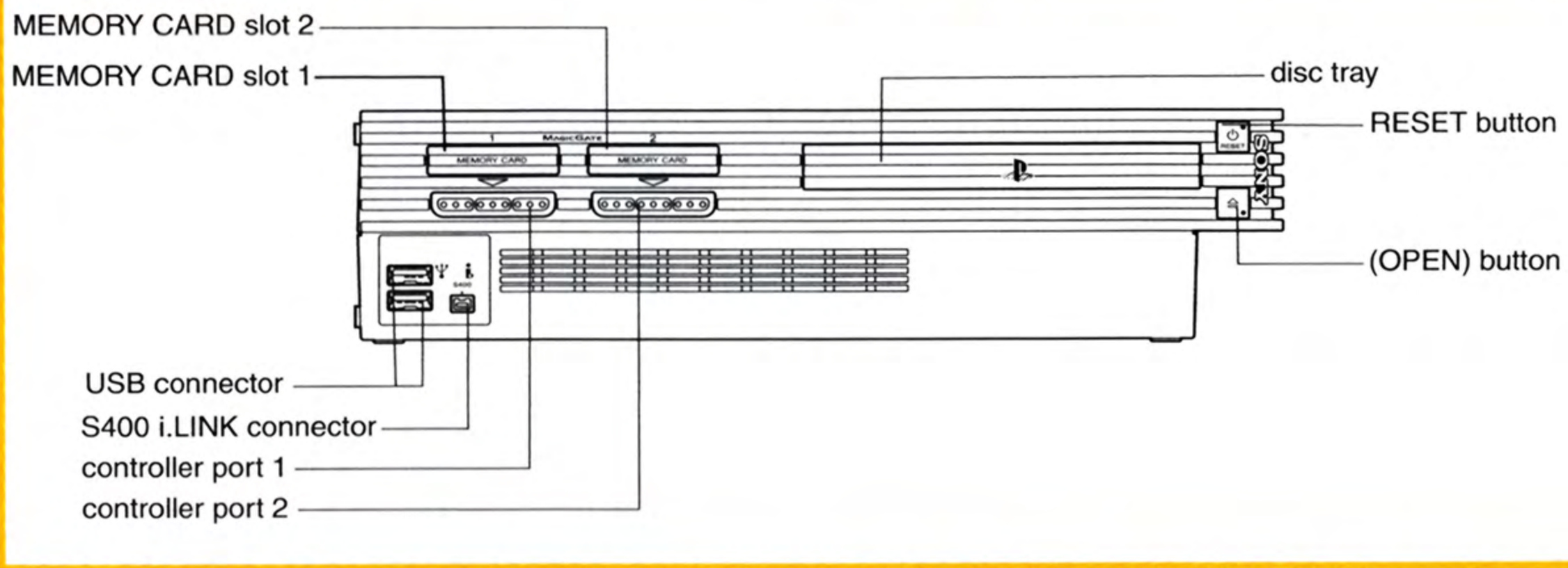
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

# TABLE OF CONTENTS

# Dead to Rights™

Setting Up . . . . . 2
Memory Card . . . . . 2
Introduction . . . . . 4
Controls . . . . . 6
Game Description . . . . . 12
Main Menu . . . . . 13
On-Screen Display . . . . . 15
Mechanics . . . . . 20
Disarms . . . . . 26
Adrenaline . . . . . 28
Shadow . . . . . 30
Weapons . . . . . 31
Items . . . . . 32
Street Smarts . . . . . 34
Credits . . . . . 37

# SETTING UP



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the ***Dead To Rights™*** disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

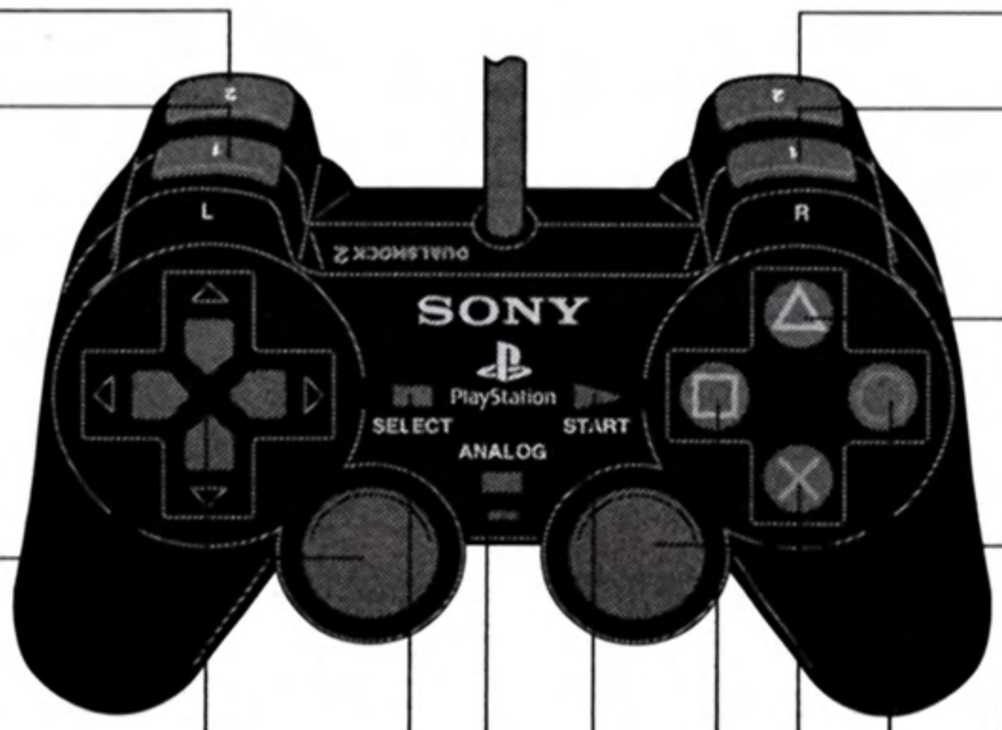
## MEMORY CARDS

To save game settings and progress, insert a Memory Card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2. You can load saved game data from the same card, or from any memory card containing previously saved games. At least 110KB of free space must be available on the memory card in order to save game data. If less than 110KB of free space exists, delete old data before saving.

Do not remove the memory card or turn off the power on the PlayStation®2 while data is being saved or loaded. Your game data may be lost if you do.

# CONTROLS

## DUALSHOCK®2 Analog Controller Configuration




## MAIN MENU CONTROLS

Start game . . . . . START button
Select menu items. . . . . left analog stick
Confirm menu selection . . . . . ⊗ button
Cancel menu selection. . . . . △ button
Change settings. . . . . left analog stick

# INTRODUCTION

One night while on routine patrol, Grant City cop, Jack Slate takes a 'shots fired' call from police dispatch. Arriving at the scene, Jack discovers something that leads him through a twisted labyrinth of crime and corruption that turns him from a model officer to a fugitive hunted by good cops, bad cops, bounty hunters, and crooks alike. Without a gun, a car or a home and with pitifully few friends, Jack battles with the criminal element that continues to rain crime and heartbreak on the city like a hurricane. With your help, Jack Slate will wage this war until its explosive conclusion, when he has the ones responsible…

# CONTROLS

## IN-GAME CONTROLS
## JACK SLATE: WEAPON DRAWN

**Move Jack . . . . . left analog stick**
Use the left analog stick to move Jack Slate in and around Grant City's various locations.

**Camera control/Cycle Auto-targeted enemies . . . right analog stick**
Use the right analog stick to rotate the game camera to get a better view of the surrounding area.

**Auto-target enemy. . . . . R1 button**
Identify and target enemies with the R1 button. Hold down the R1 button and Jack will take aim at the nearest enemy. Quickly release the R1 button and hold it down again to see Jack take aim at another enemy target. When no target is available, the camera will center behind Jack.

**Manual Targeting toggle . . . . . R2 button**
Switch to Manual Targeting to get a first person view of the action and take more precise shots at the enemy.

**Cycle carried weapons . . left/right directional buttons**
Press directional buttons left or right to choose and equip the right weapon for any given situation.

**Fire currently equipped weapon . . . . . ⊗ button**
Press the ⊗ button and Jack will fire his currently equipped weapon. Use this in conjunction with the R1 button to target lock specific enemies.

**Action . . . . . ◎ button**
Press the ◎ button to have Jack perform an action that is appropriate to the situation.

# CONTROLS

- If standing near an Action Icon, Jack opens doors, examines objects or triggers special events.
- If standing near an enemy, Jack grabs the enemy and uses him as a Human Shield. The Human Shield works as an additional layer of frontal body armor. Jack can still be shot from behind, so be sure to move and position the Human Shield in front of incoming fire by moving Jack with the left analog stick. Press the ◯ button again and Jack will "release" the Human Shield, Grant City style.
- If standing near a wall, move the left analog stick in the direction of the wall

and press the ◯ button. Jack will then enter Wall Mode. Jack can move left or right alongside a wall during Wall Mode. If at the end of the wall, press towards the wall's end and Jack will peek out. If at the end of the wall, Jack can spin out and take aim at the nearest enemy when the R1 button is held down. To leave Wall Mode, move the left analog stick away from the wall during Wall Mode, or move the left analog stick in any direction when Jack is fully spun out.

**Dive . . . . . △ button**

Tap the △ button and Jack will dive at normal speed. If Adrenaline is available, hold down the △ button to see Jack perform a slow-motion dive. Tap the △ button again during slow-motion to cancel it. Jack will also return to normal speed when he lands. The on-screen Adrenaline meter indicates if Jack can use slow-motion while diving. Use slow-motion dives to take out multiple enemies!

**Crouch . . . . . L1 button**

Hold down the L1 button to see Jack crouch. Release it and Jack will stand again. Crouching allows Jack to take cover behind different objects in the environment. Strategically using cover can make all the difference in a firefight.

# CONTROLS

**Holster weapon . . . . . down directional button/L2 button**
Jack will holster his weapon when the down directional button or the L2 button is pressed. Sometimes, a fist is all it takes to settle matters.

**Pause Game/Enter Pause Menu . . . START button**
Press the START button to pause the game and enter the Pause Menu to check your objectives, save your game, load a previously saved game, change your options, see Jack's currently available disarm moves, view Jack's weapons inventory, or quit the game.

## JACK SLATE: WEAPON HOLSTERED

**Move Jack. . . . . left analog stick**
Use the left analog stick to move Jack Slate in and around Grant City's various locations.

**Camera control . . . . . right analog stick**

Use the right analog stick to rotate the camera to get a better view of the surrounding area.

**Cycle carried weapons . . left/right directional buttons**
Press the left or right directional buttons to choose and equip the right weapon for any given situation.

# CONTROLS

**Kick . . . . . ▣ button**
Jack kicks when the ▣ button is pressed. Press the ▣ button several times to unleash a kick attack string. Different fighting combination moves are possible in conjunction with the punch command (⊗ button).

**Punch . . . . . ⊗ button**
Jack punches when the ⊗ button is pressed. Press the ⊗ button several times to unleash a punch attack string. Different fighting combination moves are possible in conjunction with the kick command (▣ button).

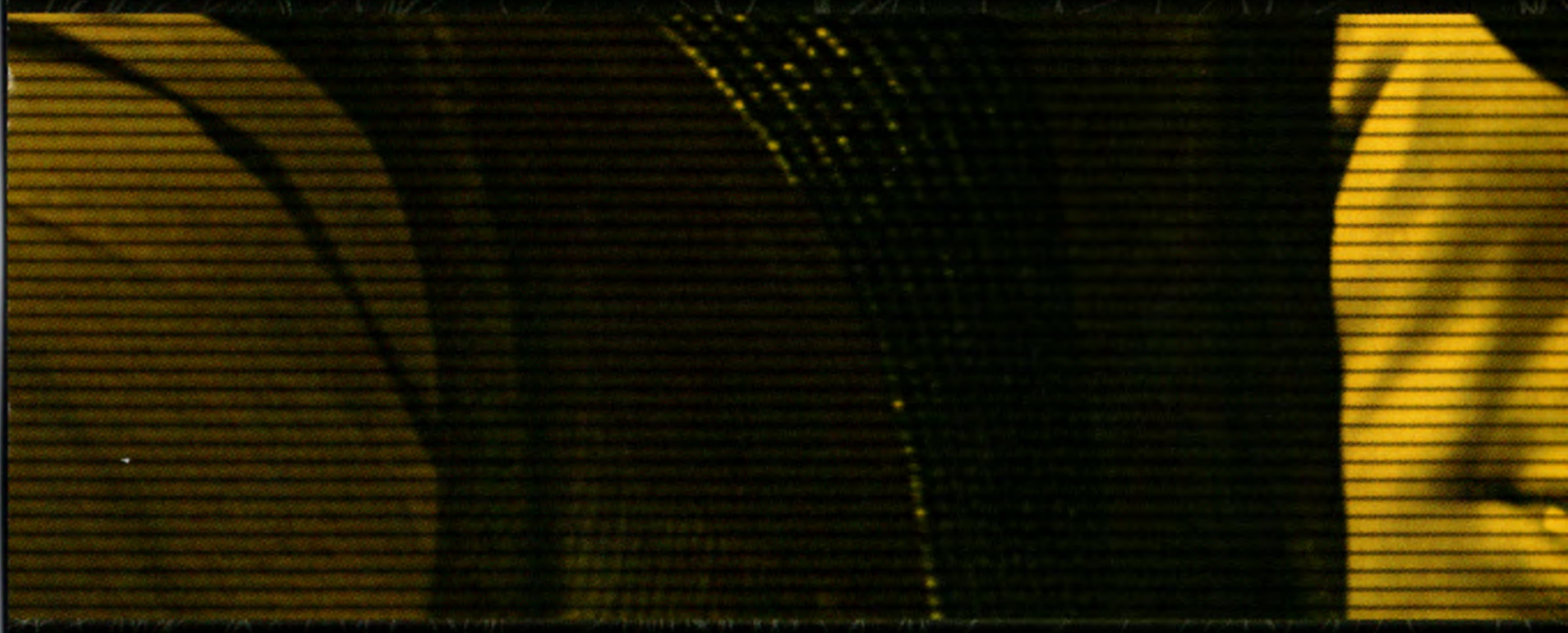
**Action . . . . . ◉ button**
Press the ◉ button to have Jack perform an action that is appropriate to the situation.

- If standing near an Action Icon, Jack opens doors, examines objects, or triggers special events.
- If standing in front of an unarmed enemy, press the ◉ button to see Jack grab and throw the enemy. You can control where Jack throws the enemy by holding the left analog stick up, down, left or right. During the grab, before a throw occurs, Jack will deliver a painful knee attack at the enemy if the ▣ button is pressed. Pressing the ⊗ button will result in Jack punching at the enemy. If an enemy attempts to throw Jack, press the ◉ button to break the throw.
- If Jack is standing in front of an armed enemy, press the ◉ button to disarm him. Press the ◉ button again during a disarm move to watch it in slow-motion. Press the ▣ button during a disarm move to view it through different camera angles. Different types of disarm moves exist. Can you unlock them all?

# CONTROLS

- When standing behind an enemy, Jack will grab the enemy and apply a devastating neck breaker when the ◎ button is pressed.
- If standing near a wall, hold the left analog stick in the direction of the wall and press the ◎ button to see Jack enter Wall Mode. Jack can move left or right alongside a wall during Wall Mode. If at the end of a wall, press the left analog stick towards the wall's end to have Jack peek out. To leave Wall Mode, press the left analog stick away from the wall during Wall Mode.

**Dive . . . . . △ button**
Tap the △ button to see Jack dive. When unarmed, the slow-motion feature is not available.



**Dodge/Block . . . . . R1 button**
Press and hold the R1 button and Jack will dodge against enemy attacks. Jack will stop dodging once the R1 button is released. Dodging depletes Adrenaline–when the gauge is emptied, Jack will only be able to block attacks. Jack does not take damage when dodging, but takes reduced damage when blocking.

**Crouch . . . . . L1 button**
Hold down the L1 button to see Jack crouch. Release it and Jack will stand again. Crouching allows Jack to take cover behind different objects in the environment.

**Draw weapon . . . . . up directional button/L2 button**
Jack draws his weapon when the up directional button or the L2 button is pressed. Sometimes, a bullet is just better.

**Quick Holster . . . . . L2 button**
Press the L2 button to instantly holster or draw your weapon.

# CONTROLS

**Pause Game/Enter Pause Menu . . . START button**
Press the START button to pause the game and enter the Pause Menu to check your objectives, save your game, load a previously saved game, change your options, see Jack's currently available disarm moves, view Jack's weapons inventory, or quit the game.

## SHADOW (JACK'S DOG)

**Move Shadow . . . . . left analog stick**
Use the left analog stick to move Shadow in and around Grant City's various locations.

**Camera control . . . . . right analog stick**
Use the right analog stick to rotate the camera to get a better view of the surrounding area.

**Sniff . . . . . L1 button**
Press and hold the L1 button to make Shadow sniff. Sniffing is useful when trying to find things.

**Quick Shadow Attack. . . . . ▣ button**
To instantly attack with Shadow, press the ▣ button while an enemy is targeted. Shadow must have full Stamina, and the enemy must be within range.

# GAME DESCRIPTION

***Dead To Rights™*** is an intense, hard-hitting, action-thriller game in which police officer, Jack Slate, discovers and unravels a conspiracy that threatens not only himself, but the city he's sworn to protect, Grant City. Jack Slate's adventure has him progressing through various game chapters by taking out hostile threats, solving challenging puzzles and mini-games, and defeating sinister bosses.

## WHAT ARE CHAPTERS?

***Dead To Rights™*** is a lengthy adventure that is separated into chapters. Each chapter contains multiple game levels. Successfully defeat each one's challenges and further the story and Jack's quest for justice.

## WINNING THE GAME

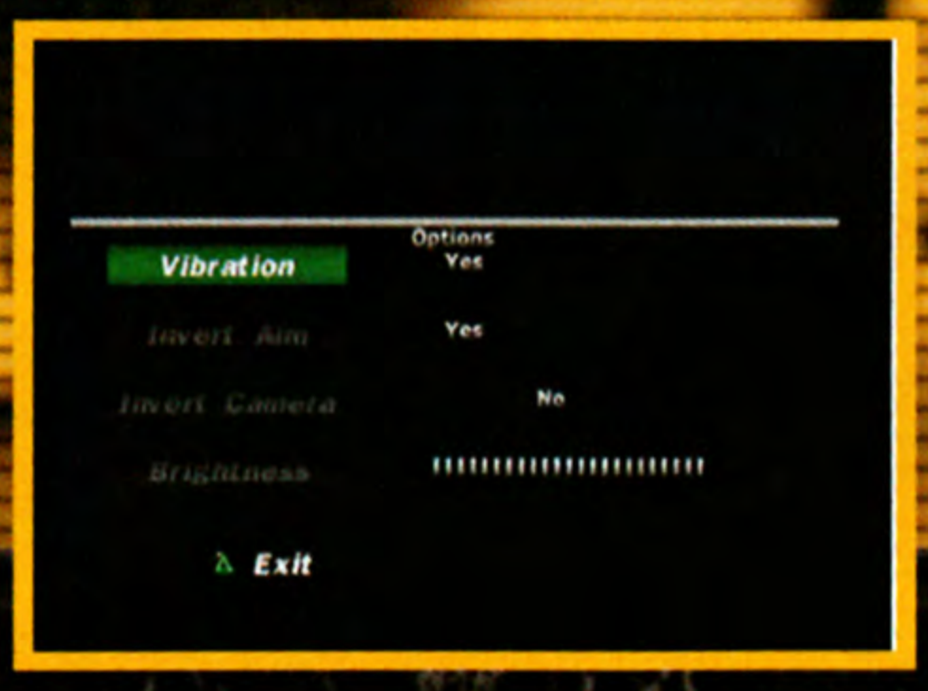
Complete the game by defeating every chapter and bringing those responsible to justice. Is Jack Slate's war over—or is it just beginning?

# MAIN MENU

## GETTING STARTED

After the opening movie the Title Screen appears. Press the START button to enter the Main Menu. If you select NEW GAME, you can play from the beginning. If you want to continue from a previous save, select LOAD GAME. You can also change the game setting by selecting OPTIONS. If you want to see the names of the people behind ***Dead To Rights™***, then select CREDITS.

Use the left analog stick or up/down directional buttons to highlight a mode and press the ⊗ button to select it.




### NEW GAME

Select this menu item to start a new game of ***Dead To Rights™***.

### LEVELS OF DIFFICULTY

***Dead To Rights™*** has three levels of difficulty: **"Normal"** (default), **"Rookie"** is easy, and **"Super Cop"** is the ultimate challenge. The level of difficulty can be chosen after selecting **New Game** or **Chapter Select**.

### LOAD GAME

Select this menu item to load a previously saved game of ***Dead To Rights™***.

### OPTIONS

Select this menu item to change game settings.
NOTE: The default options for the game are highlighted in bold.

### CREDITS

Select this menu item to see the credits for the men and women behind ***Dead To Rights™***.

### VIBRATION: YES/NO

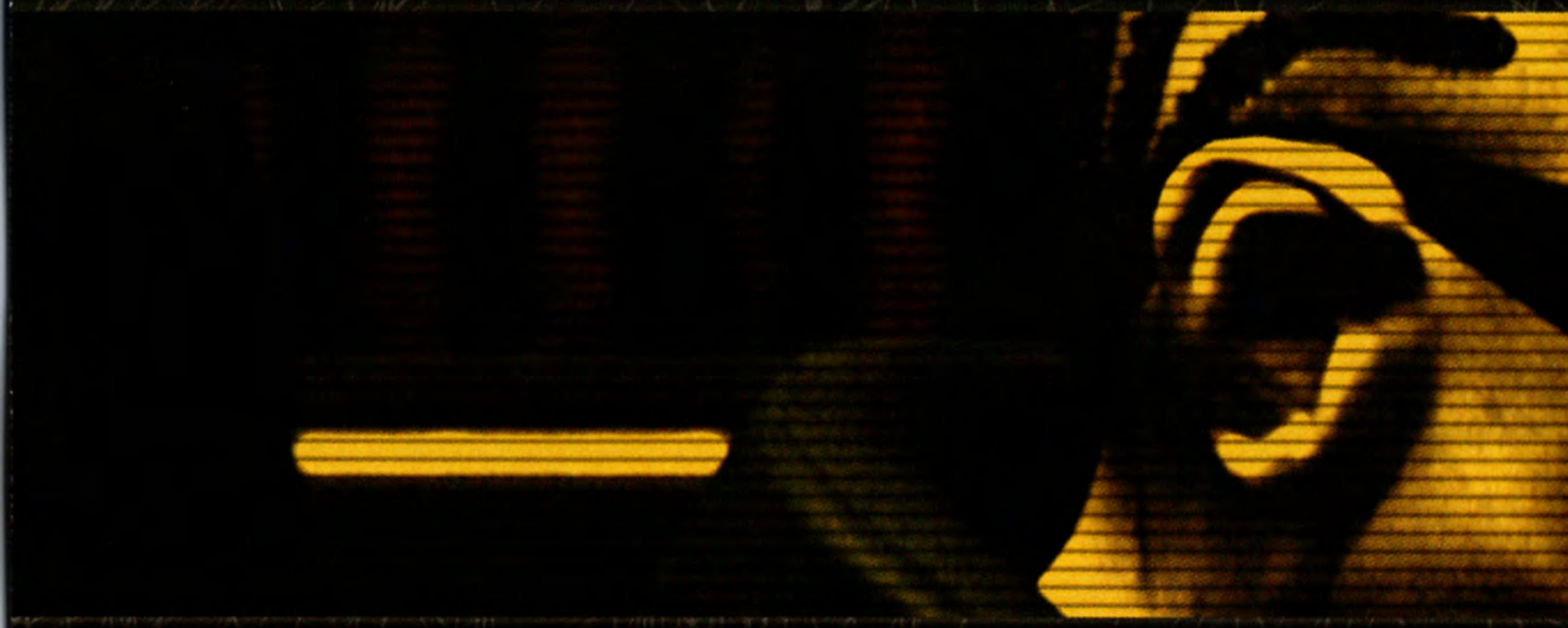
Turns the DUALSHOCK®2 analog controller vibration functions on or off.

# MAIN MENU

**INVERT AIM: YES/NO**
Select the type of control used for aiming when Manual Targeting.

**INVERT CAMERA**
This option reverses the direction that the camera pans when you move the right analog stick.

**BRIGHTNESS**
Increase or decrease the brightness of ***Dead To Rights™*** to your preferred level.



**WIDESCREEN**
Switch between standard and widescreen display.

**BLOOD: YES/NO**
Toggles blood effects on or off.

**MUSIC VOLUME**
Increase or decrease the music volume to suit your listening preferences.

**SFX VOLUME**
Increase or decrease the sound effects volume to suit your listening preferences.

NOTE: Movie volume is not affected by these two sections. Movies in ***Dead To Rights™*** will always play at full volume.

**DEFAULT**
This will reset all the options to their original settings.

Jack Slate's Health meter, Adrenaline meter, Armor meter, Enemy Health meter, currently selected Weapon, Ammo Counter, Shadow icon and Shadow

# ON-SCREEN DISPLAY

Stamina Gauge are displayed on-screen. Each represents a bit of crucial information in ***Dead To Rights™***.

Jack's health is represented by a Green Health meter at the upper left hand side of the screen. Jack takes damage from enemy attacks, explosions, and other sorts of dangerous things. If Jack's health runs out, the game is over. You can either choose to Continue from the last checkpoint or quit and Exit the game.

Jack has a yellow Adrenaline meter underneath his Health meter that slowly builds up over time, or quicker as Jack performs more intense actions. The Adrenaline meter allows Jack to dive in slow-motion as well as dodge hand-to-hand attacks. If no Adrenaline is present in the Adrenaline meter, then Jack dives normally, and can only block hand-to-hand attacks.

# ON-SCREEN DISPLAY

Jack can find and obtain body armor. Body armor is represented by a blue Armor meter under the Adrenaline meter. Body armor serves as an additional layer of protection between Jack and absorbs most types of weapons damage. Body armor takes the brunt of weapons damage, leaving Jack's health unaffected. If the Armor meter runs out, then Jack's health will suffer if further damage is taken.

**Armor Meter**

**Shadow Stamina Gauge**

At times, Jack will want to call upon his best friend, Shadow. Underneath the Armor meter is the Shadow icon and Shadow Stamina Gauge. The Shadow icon lets you know that Shadow is available for action in an area. Calling out Shadow to perform an action depletes the Shadow Stamina Gauge underneath the Shadow icon. Shadow attacks enemies and retrieves their weapons. The Shadow Stamina Gauge slowly fills as time progresses.

**Enemy Health meter**

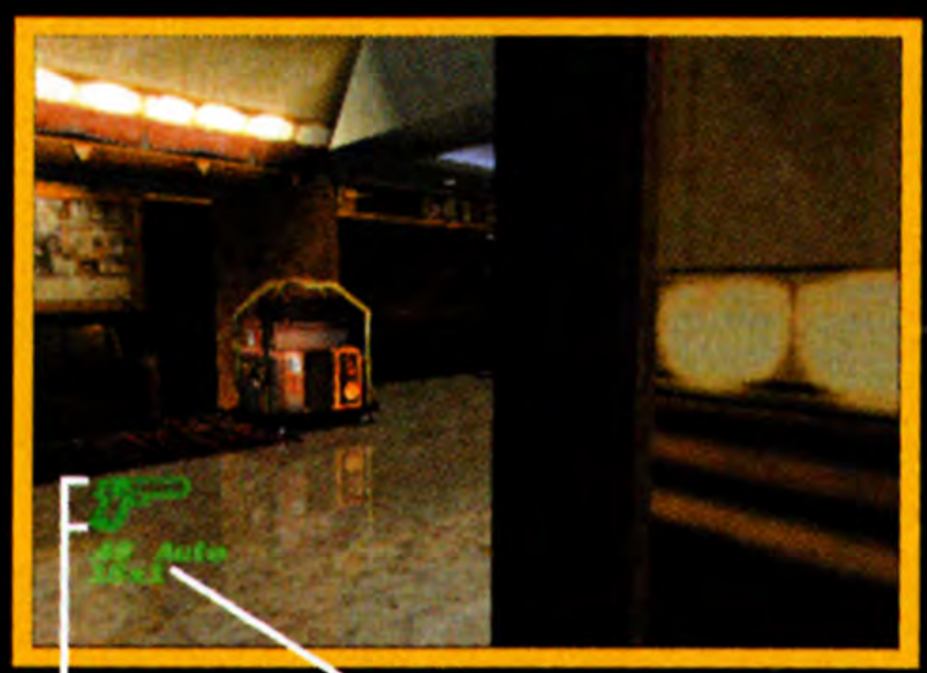
The enemy's health is represented by an Enemy Health meter on the upper right side of the screen. When facing enemies, your immediate goal should be to deplete their meters using the various actions at your disposal.

Sometimes Jack may lose track of an enemy and they will shoot him from off-screen. If Jack is shot by an off-screen enemy, a red indicator arrow will point towards that enemy's position.

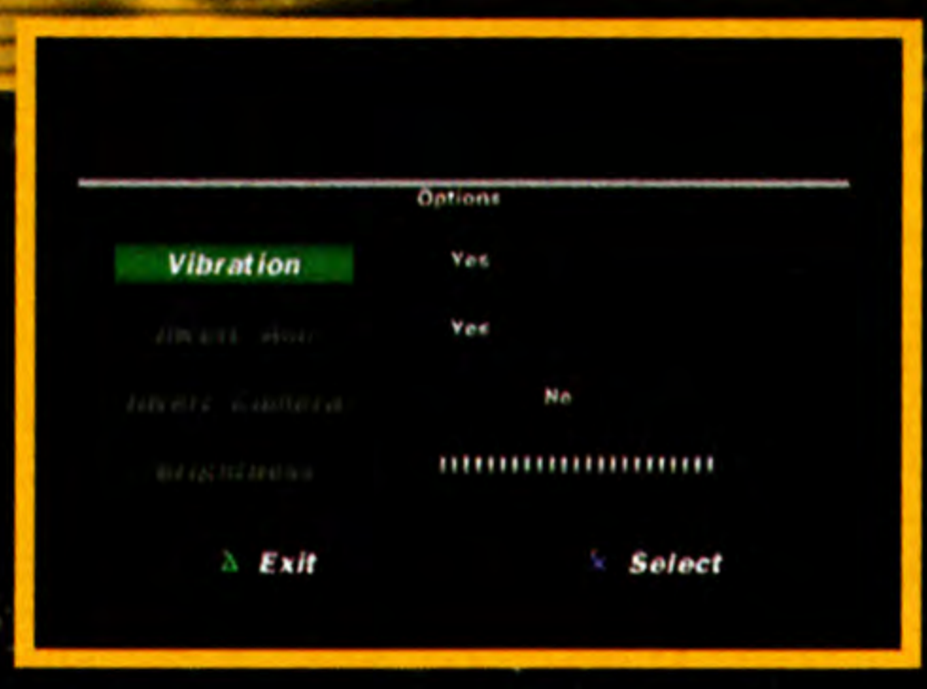
# ON-SCREEN DISPLAY

Jack's currently selected weapon is displayed on the lower-left hand side of the screen.

Underneath the weapon name are the amount of bullets and number of that particular weapon Jack currently has in his possession. When Jack runs out of bullets for a weapon, he will discard it. If Jack has another weapon of the same type, he will automatically draw it.



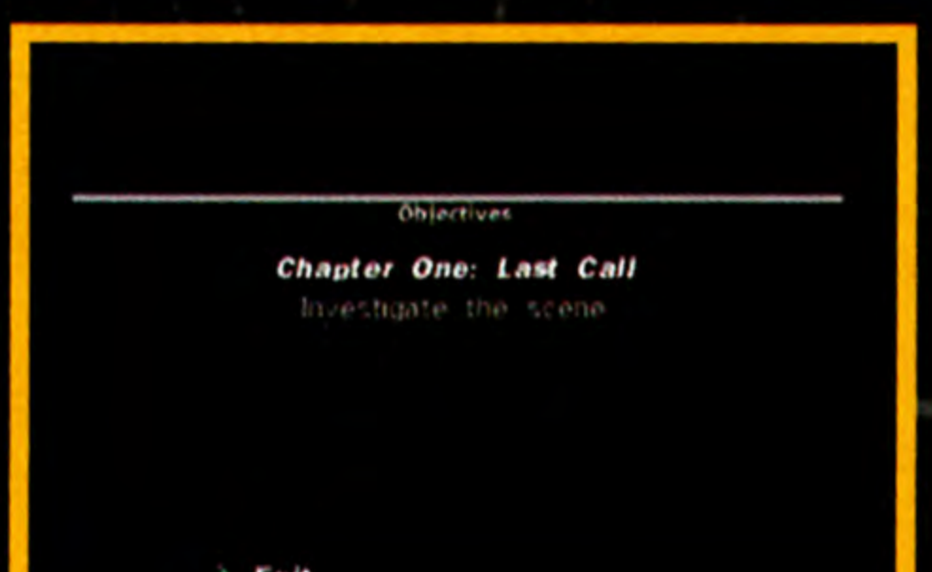

If Jack doesn't have another of that particular weapon, he will draw the next available weapon in his inventory. Due to Grant City's high crime rate, weapons are plentiful and can be taken from almost anyone.




## LEVEL PAUSE MENU

Press the START button during game play to pause the game and display the Pause Menu.

Press the START button or the △ button to exit the Pause Menu. When in the Pause Menu, move the left analog stick or the right/left directional buttons to highlight a menu item. Some menu items have sub-menus. Enter a sub-menu by pressing the ⊗ button. Press the △ button to exit a submenu once you're done with it. The following menu options are available.

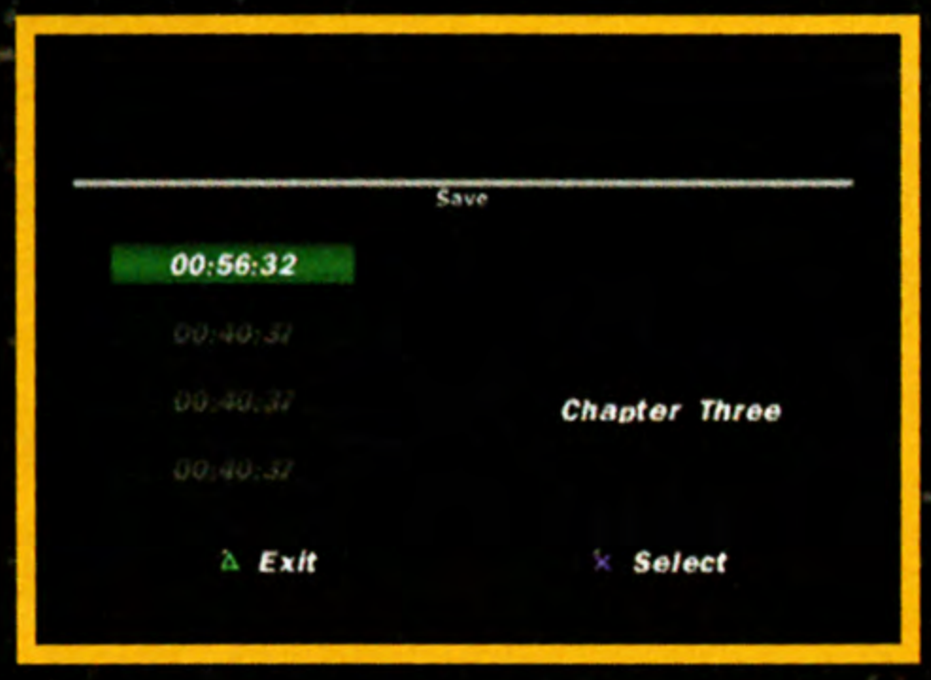



## OBJECTIVES

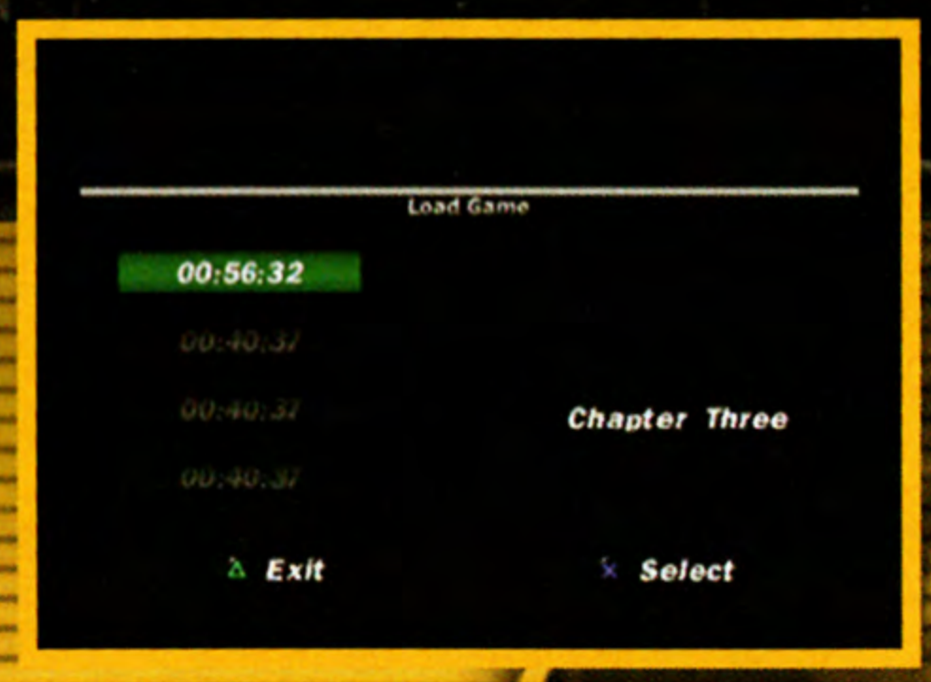
Displays the current game chapter and its objectives. Check here often to see the objectives if you've lost your way.

# ON-SCREEN DISPLAY

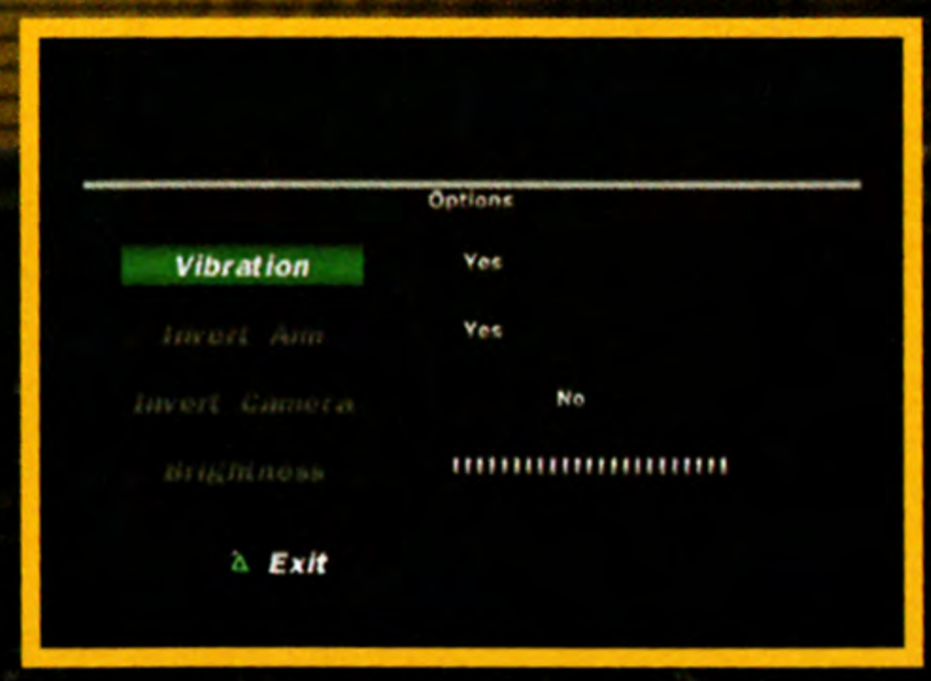
## SAVE
Saves your current game. The game will save at the last game play level checkpoint.



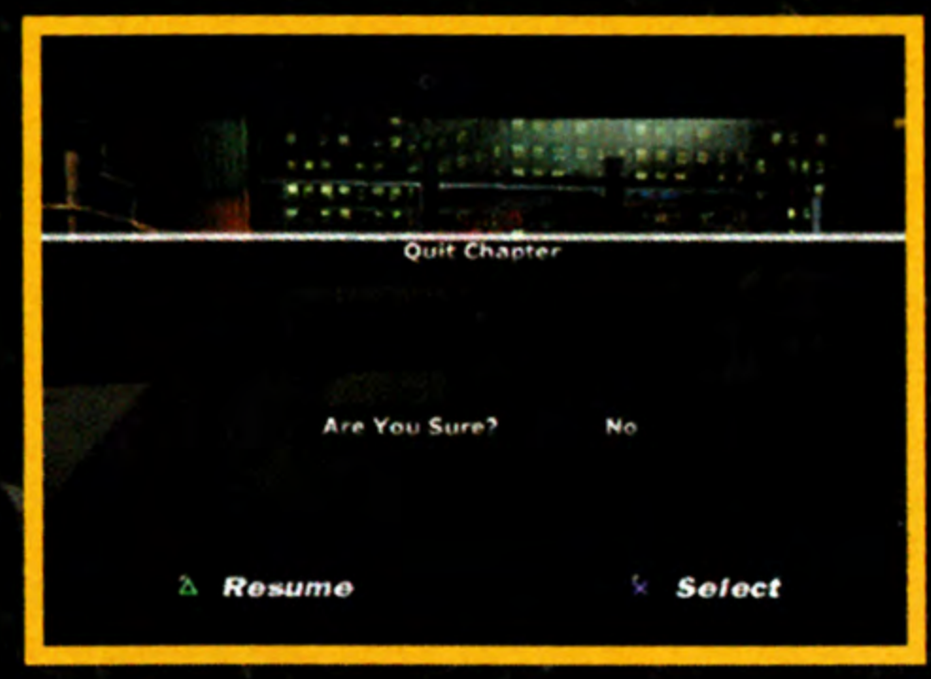

## LOAD GAME
Load a previously saved game. Game play will begin from the game play level checkpoint that was saved last.




## OPTIONS
Select this menu item to change game settings. The settings are the same as those in the Main Menu.




## QUIT CHAPTER
Select this to quit the game and return to the Title Screen.



# ON-SCREEN DISPLAY

## DISARMS

View the list of currently available disarm moves that you've unlocked. The disarms list is only viewable when the Random disarms option is set to No.

NOTE: By default, the Random option for disarms is set to Yes. If you want to see the disarm move list and perform them according to their specific controller input, set the Random option to No.

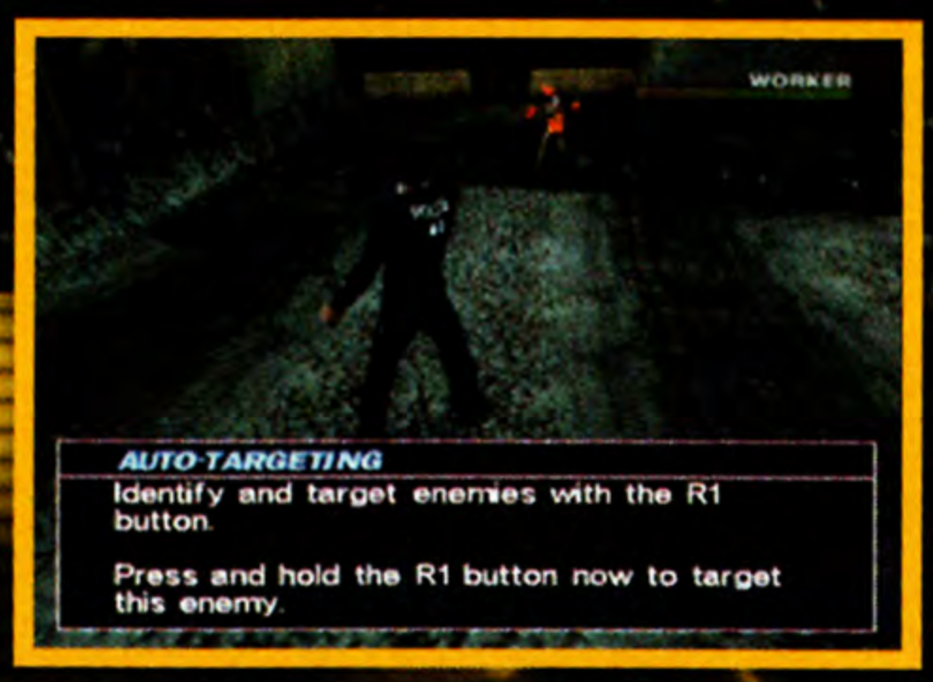
## WEAPONS

View the different weapons currently in Jack's inventory.

# MECHANICS

## AUTO-TARGETING

When pressing and holding the R1 button, Jack takes aim at an enemy. A colored crosshair will appear over the enemy that Jack is targeting. A **green** crosshair indicates that the enemy is out of weapon range. A **yellow** crosshair indicates a reduced chance of hitting the target. A **red** crosshair indicates a target lock. A **blue** crosshair indicates a defeated enemy. While holding the R1 button, Jack will fire his weapon at the targeted enemy if the ⊗ button is pressed.


WORKER
AUTO-TARGETING
Identify and target enemies with the R1 button.
Press and hold the R1 button now to target this enemy.

## MANUAL TARGETING AND HEADSHOTS

Switch to Manual Targeting to get a first person view of the action and take more precise shots at the enemy. Manual Targeting is sometimes necessary to eliminate the enemy threat. When in Manual Targeting, and with a sniper rifle equipped, pressing the △ button will make the scope view zoom in. Pressing the ○ button will make the scope view zoom out. Carefully aim at an enemy's head to perform a headshot. Position and hold the targeting cursor over an enemy's head, it will quickly converge indicating that a one-shot kill can be taken. Headshots are lethal and are most useful against enemies wearing body armor.

## SNIPER SCOPE ZOOM

Press the △ button to zoom in, and the ○ button to zoom out.

## CROUCHING AND SHOOTING

Press and hold the L1 button to see Jack crouch. Crouching makes Jack a smaller target and allows him to use different objects as cover. While the L1 button is held, Jack will "crouch walk" instead of running or walking upright while moving. Crouch walking allows Jack to move carefully from one cover object to the next. A useful tactic is to crouch behind cover, quickly rise, auto-target and fire, then quickly resume the safe crouching position. In Grant City, this is known as the "Pop, shoot, and crouch."

LIFE
ARMOR
POP, SHOOT AND CROUCH
Press and hold the L1 button to crouch. Crouching minimizes exposure to enemies. A useful tactic is to quickly pop up, target and shoot fast, and then crouch again.
continue

## DIVING

Jack dives at normal speed when the △ button is tapped. If Adrenaline is available, hold the △ button down to see Jack perform a slow-motion dive. Tap the △ button again during slow-motion to cancel it and conserve Adrenaline. Jack will also return to normal speed when he lands. The on-screen Adrenaline meter indicates if Jack can enter slow-motion while diving. Use slow-motion dives to take out multiple enemies.




## WALL MODE

If standing near a wall, hold the left analog stick in the direction of the wall and press the ◎ button to have Jack enter Wall Mode. Jack can move left or right alongside a wall during Wall Mode. If at the end of the wall, move the left analog stick towards the wall's end and Jack will peek out. Peeking out is useful in determining what the enemy is up to.


WALL MODE
In Wall Mode, push the left analog stick to move left or right along the wall.
Move to the right until you reach the end.

# MECHANICS

If at the end of a wall, press and hold the R1 button to see Jack spin out and take aim at the nearest enemy. Spin outs surprise the unwary enemy. To leave Wall Mode, move the left analog stick away from the wall during Wall Mode, or move the left analog stick in any direction when Jack is fully spun out.

## FIGHTING

When Jack has his weapon holstered, or runs out of bullets, he can take down the enemy in hand-to-hand combat. Pressing the ⊗ button makes Jack punch, while pressing the ▣ button makes Jack kick. Pressing the ◉ button makes Jack grab the enemy and throw them. Jack's attacks differ slightly depending on his distance to the enemy.

### BACKFIST ATTACK

Pressing the ▣ button and the ⊗ button together unleashes Jack's special backfist attack. This move should be used against enemies that approach Jack from behind.

The following punch and kick attack combinations are possible:

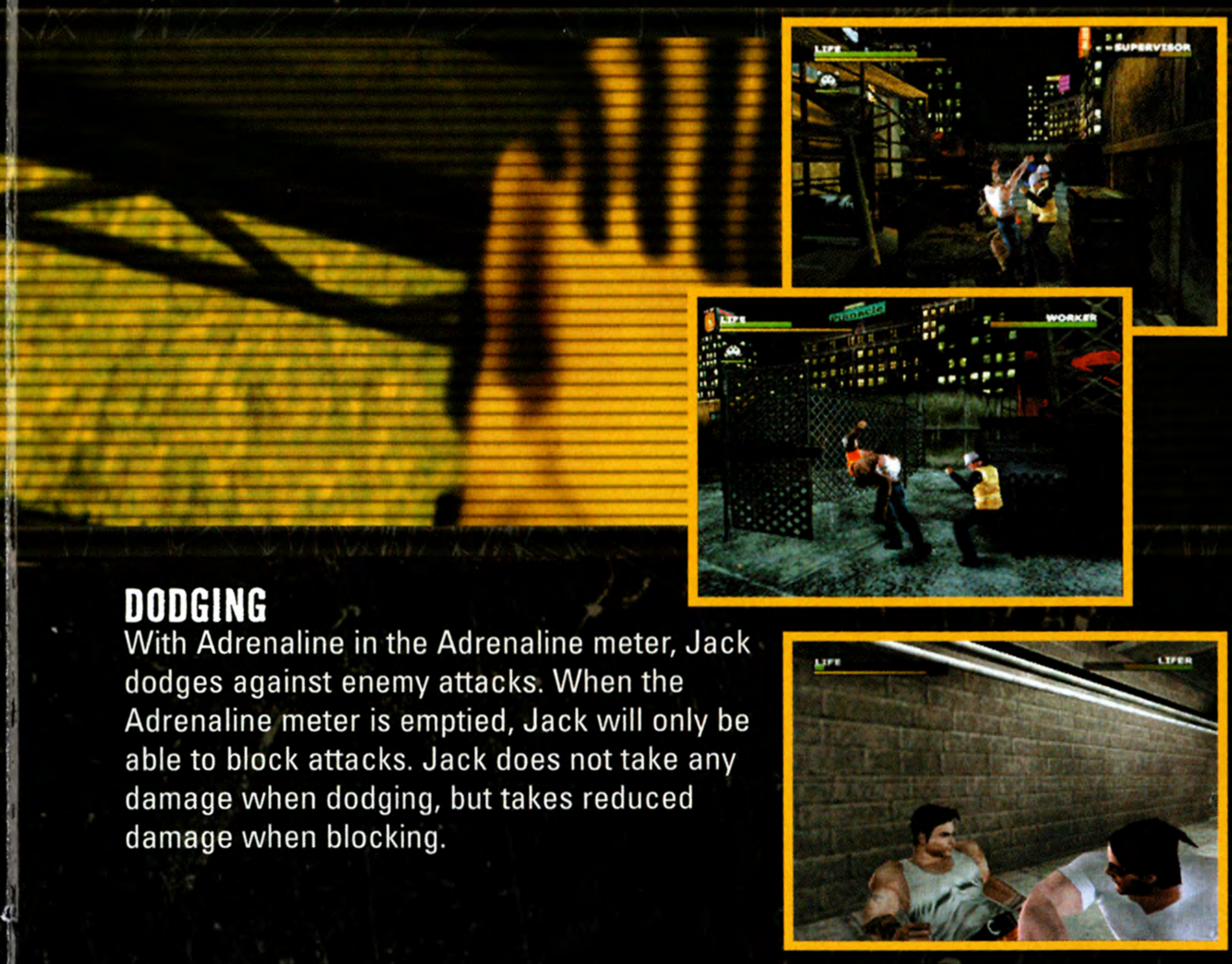
**P=Punch, K=Kick**

| | | |
|---|---|---|
| P | K | K, P, P |
| P, P | K, K | K, P, P, P |
| P, P, P | K, K, K | P+K |
| P, P, P, P | K, K, K, K | |
| P, K | K, K, P | |
| P, P, K | K, K, P, P | |
| P, P, P, K | K, P | |

## THROWING/THROW BREAKING

If standing in front of an unarmed enemy, Jack grabs and throws the enemy if the ◉ button is pressed. You can control where Jack throws the enemy by moving the left analog stick up, down, left, or right. To deliver a painful knee kick during the grab, before a throw occurs, press the ▣ button. Press the ⊗ button to unleash a punch at the enemy. If an enemy attempts to throw Jack, press the ◉ button. If timed properly, Jack will break the throw attempt! This must be done quickly as the enemy grabs Jack.

NOTE: Jack will learn how to throw break later in the game.



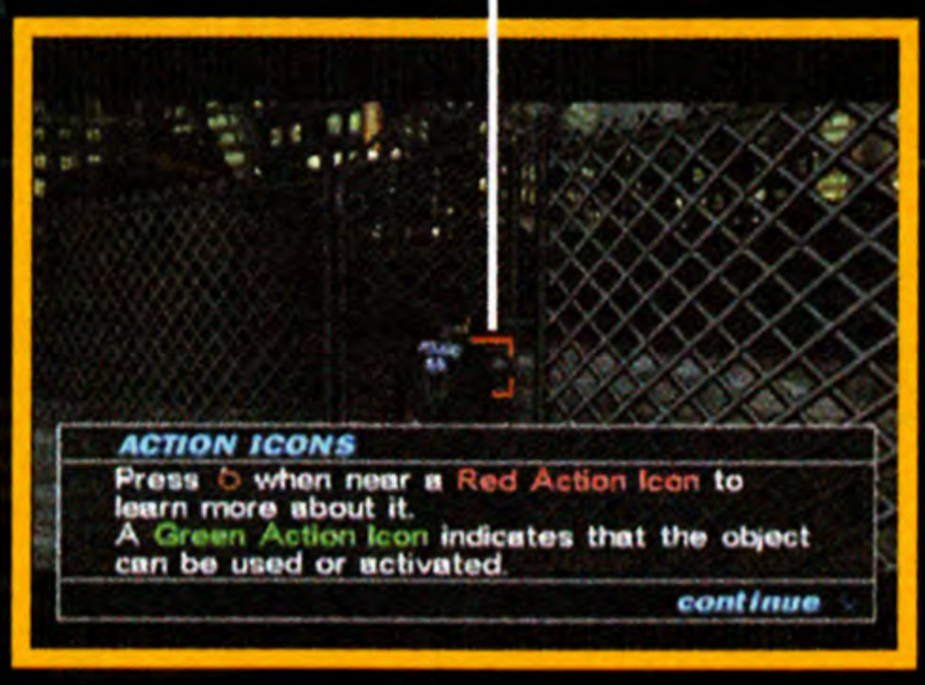

## DODGING

With Adrenaline in the Adrenaline meter, Jack dodges against enemy attacks. When the Adrenaline meter is emptied, Jack will only be able to block attacks. Jack does not take any damage when dodging, but takes reduced damage when blocking.

# MECHANICS

## ACTION ICONS

Jack will run across different types of objects that are highlighted by a **green** or **red** bracket. These are known as Action Icons. Jack will perform the appropriate action when activating these. A **green** Action Icon indicates that the object can be used or activated, like a door. A **red** Action Icon indicates that the object requires something before it can be used or activated. Approach the **red** Action Icon and press the ◉ button to learn more about the specific interaction necessary.

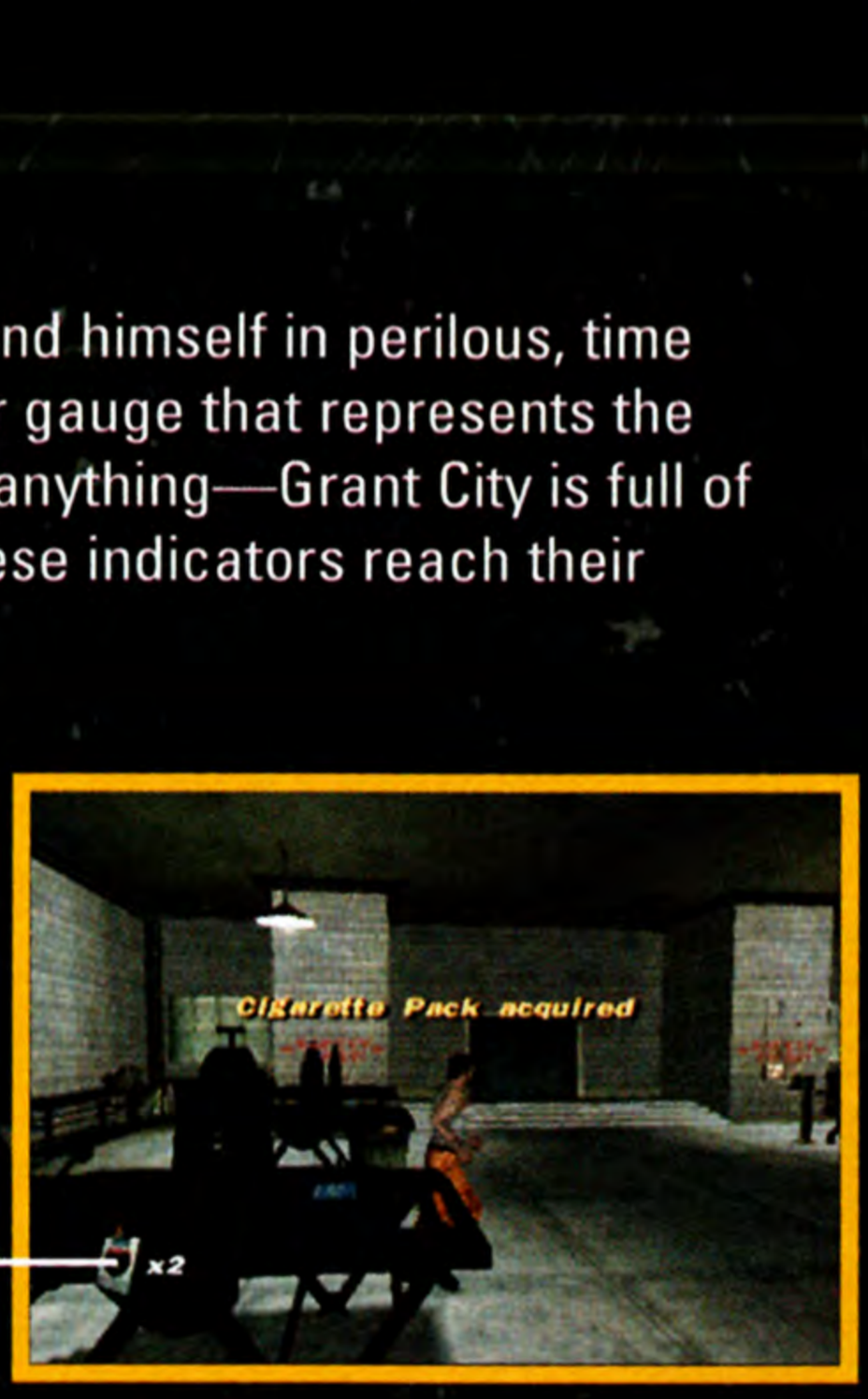

Action Icon
ACTION ICONS
Press b when near a Red Action Icon to learn more about it.
A Green Action Icon indicates that the object can be used or activated.
continue

## TIMERS AND GAUGES

Throughout the course of the game, Jack may find himself in perilous, time sensitive situations. If this is the case, a timer or gauge that represents the danger appears on-screen. These can indicate anything—Grant City is full of surprises! In all cases, Jack must act before these indicators reach their peak!

## OBJECTIVE COUNTERS

Some levels require that Jack fulfill a set number of objectives, such as obtaining a set number of items. A counter appears on-screen to help remind Jack of the goals he needs to reach.



## MINI-GAMES AND PUZZLES

Some levels require that Jack complete a mini-game or puzzle before progressing further.

Each mini-game and puzzle has its own set of on-screen instructions that teach you how to play them.

## OTHER SURPRISES

You never know what's up ahead in Grant City. Be prepared to participate in some very diverse activities during Jack's quest for vengeance in Grant City.

# DISARMS

Sometimes, Jack Slate's not going to have a gun handy. Fortunately, Jack can disarm most enemies of their weapons. Disarms are some of the most brutal, yet effective ways of taking out an enemy in ***Dead To Rights™.*** Aside from saving Grant City taxpayers some money, disarms have the benefit of giving you an enemy's weapon, in style.

## DISARM MENU

Selecting Yes under the Random option in the Disarm Menu will allow you to sit back and watch the action without further involvement. The game chooses random disarms from the ones that you've unlocked as well as camera speeds and angles.

Selecting No under the Random option in the Disarm Menu puts you right in the director's chair. All disarms, camera speeds and angles are controlled by you (see disarm controls).

Be careful! Enemies aren't likely to let you just walk up to them and take their guns away!

Sometimes you have to set them up by leading them around corners or sneaking around them. If Jack is unarmed and standing in front of an armed enemy, press the ◉ button and Jack will disarm the enemy of his weapon.

# DISARMS

Quickly press the ◉ button a second time once the disarm has begun to see it unfold in true-cinematic, slow-motion action. Not satisfied with the current view of the action? Press the ▣ button during any disarming sequence to cycle through various dramatic camera angles.

At the onset of the game, Jack has access to a few disarm moves. Different types of disarm moves do exist and can be unlocked. Unlocking them is a secret. Can you unlock all of the cool and exciting disarms?

# ADRENALINE

In order to perform some of Jack Slate's cooler moves and actions, Adrenaline is required. Jack begins each level with a full Adrenaline meter. The following actions are available when Adrenaline is in the meter.

- **Diving in slow-motion**
  You can target and shoot a single enemy while diving normally. Diving in slow-motion allows Jack to target, shoot, and eliminate multiple enemies. With the right weapons and a fair amount of Adrenaline, Jack can

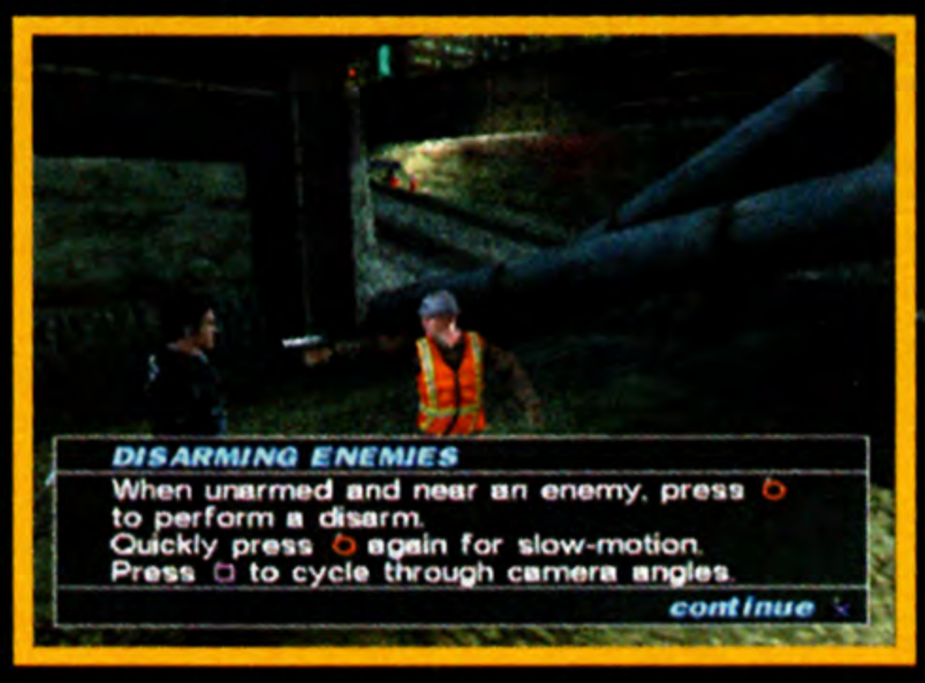
smoothly take out small groups of enemies in a slow-motion dive before landing! Adrenaline is depleted from the Adrenaline meter as long as the slow-motion dive is active. You can carefully manage this resource by tapping the △ button after a slow-motion dive has been initiated to return back to normal speed.

- **Dodging enemy hand-to-hand attacks**
  You can dodge enemy hand-to-hand attacks with Adrenaline. Jack bobs and weaves against oncoming enemy attacks. Jack takes no damage when dodging attacks in a fistfight. Without Adrenaline, Jack blocks enemy hand-to-hand attacks. Jack takes reduced damage when blocking. Adrenaline is depleted from the Adrenaline meter as long as dodging is active. To manage Adrenaline, it is best to anticipate an enemy's attack and dodge just before he strikes.

# ADRENALINE

The Adrenaline meter slowly builds up over time. To fill the Adrenaline meter faster, Jack needs to perform more intense actions. Aside from making Jack look cool, the following actions replenish Adrenaline faster.

- **Disarms**
  Aside from taking out an enemy and giving Jack a handy weapon, disarms also help fill up the Adrenaline meter faster.


DISARMING ENEMIES
When unarmed and near an enemy, press △ to perform a disarm.
Quickly press △ again for slow-motion.
Press □ to cycle through camera angles.
continue

- **Human Shield**
  Not only do you get additional protection from enemy fire, a Human Shield also helps fill up the Adrenaline meter faster as well.
- **Shadow**
  Having Shadow attack and take out an enemy helps fill up the Adrenaline meter faster.
- **Throwing**
  Successfully throwing an enemy during a hand-to-hand fight helps to fill up the Adrenaline meter faster.

# SHADOW

Shadow is Jack's trusty canine partner. Shadow is yet another weapon in Jack's war against crime in Grant City. There will be many situations in which Jack will want to call upon him.

When available, Shadow is part of Jack's weapons inventory. Select Shadow as you would any other weapon.

The Shadow Stamina Gauge, located underneath Jack's Health meter, lets you know when Shadow is available for action. Calling out Shadow depletes his Stamina Gauge. Shadow is only available to use when his Stamina Gauge is full. The Stamina Gauge slowly fills as time progresses.

To use Shadow, auto-target an enemy with Shadow selected as Jacks weapon. If there is a **red** target lock, press the ⊗ button to make Shadow attack the enemy. Shadow always defeats his prey. Shadow will also retrieve the enemy's weapon and give it to Jack!

Good boy!

**Quick Shadow Attack. . . . . ▣ button**
To instantly attack with Shadow, press the ▣ button while an enemy is targeted. Shadow must have full Stamina, and the enemy must be within range.

# WEAPONS

Jack Slate has a number of different weapons available to him. Jack will obtain these weapons in various ways. The most common way of getting a weapon is to eliminate its owner! Weapons can be picked up by walking over or near them. Jack can hold up to a maximum of 10 weapons at once.

Some weapons are better than others against body armor. Each weapon can do low, medium, or high amounts of armor penetration. The following are just some of the weapons Jack will get to use in the game.

**SHADOW**

**.45 AUTO**

**SPAS-12**

**M629**

**M11**

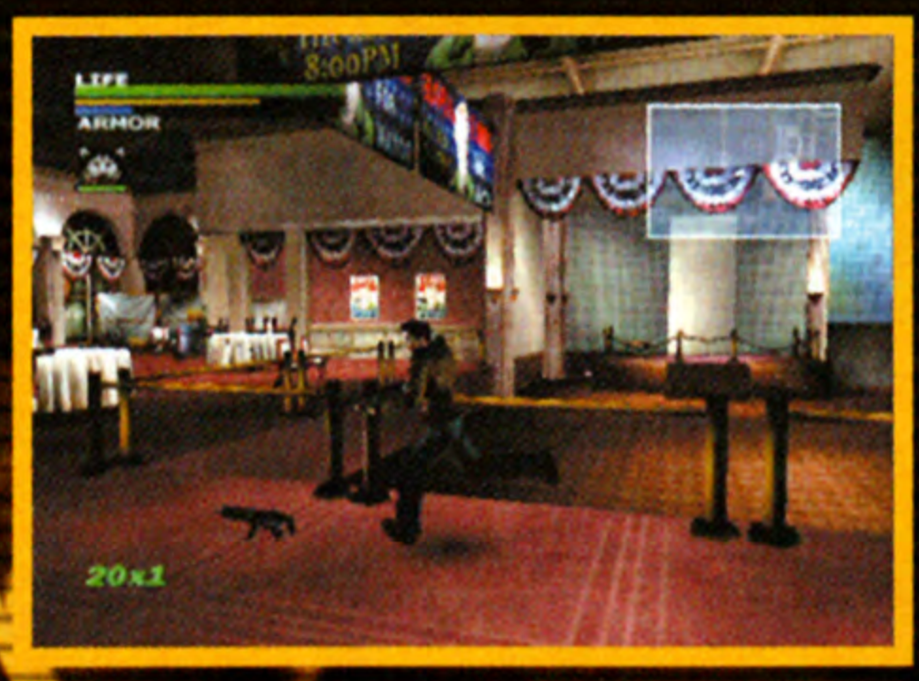
**AKM**

# ITEMS

Jack Slate may run across different types of items in the game. The following are items that Jack Slate can find and use. When found, items can be obtained by walking over or near them.

Items can be placed in different locations throughout Grant City. Explore the surroundings carefully to find them.

Items are highlighted by a colored bracket. When a special item is acquired, a message will be displayed near the middle of the screen.




When a regular item is acquired, a message will be displayed near the bottom of the screen.

**HEALTH PACK**

Health packs come in two sizes. Small, red health packs restore partial amounts of Jack's health. Larger, white health packs fully restore Jack's health.

**BODY ARMOR**

Body armor serves as an additional layer of protection for Jack. Body armor absorbs most types of weapon damage. Body armor does not absorb hand-to-hand fighting damage. If body armor is depleted, Jack's health will suffer as further damage is taken.

### FLAMMABLE CANISTER

Jack can use flammable canisters offensively against the enemy. To use, get a flammable canister into Jack's hands. Auto-target an enemy and press the ⊗ button to toss the flammable canister in the enemy's direction. Wait for the flammable canister to reach the enemy. When the flammable canister is near the enemy, shoot it to create an explosion that devastates the enemy, and the unlucky few nearby. Slow-motion is activated whenever a flammable canister is tossed. You can press the △ button to cancel slow-motion and return to normal speed. While a flammable canister is in mid-air, you can press the ▣ button to switch over to a camera view that is situated behind the targeted enemy.

### CHAPTER ITEMS

Chapter items are special items that are specific to a given chapter. Some of these items are required for Jack to progress further in the level.

# STREET SMARTS

**They don't call this the "Hardest Place on Earth" for nothing! Here are some helpful pointers to help insure that you survive your stay in Grant City:**

**Don't rush in.** Running and gunning might work in some of the "lighter" crime districts of Grant City, but try to break the habit soon. Speed isn't everything, and a gun only holds so many bullets. All of ***Dead To Rights™*** game play mechanics are there for a reason. Use what works best in a given situation.

**Quickly switch between enemy targets by using the R1 button and the right analog stick.** If the targeting crosshairs are blue, that means that you've done your job and the enemy's finished! Don't waste precious ammo on him – set your sights on the next target.

**Use slow-motion dives to take out multiple enemies.** With enough Adrenaline and a fully loaded shotgun, it's quite possible to take out five or more enemies before you land. Not only does this look cool, it also takes care of a potentially hostile situation. Enemies left standing won't hesitate to fill you with lead.

**In a pinch with close to no life and no armor? Grab a Human Shield!** A Human Shield can serve as a temporary buffer between you and the hail of bullets bound to come your way. Keep the Human Shield around long enough until you can find some health and body armor, then thank him and "let him go." No hard feelings, eh?

**Five shotgun wielding enemies and only one bullet left? Use the toss-n-shoot!** You can find flammable canisters almost anywhere in Grant City. Flammable canisters are truly devastating and can take out large groups of enemies. Just be sure not to shoot it too early. Wait for the canister to reach the enemy after tossing it. You can even shoot canisters that have been placed on walls or dropped on floors.

# STREET SMARTS

**Out of weapons?** Disarms are the best way to get a weapon in Grant City. Not only are you guaranteed to part a weapon from its owner, you're given an Adrenaline boost as well.

**Use cover wisely.** You can make yourself a smaller target by crouching. Duck behind some cover and get some breathing room before deciding upon your next move. Don't forget the "pop, shoot, and crouch" tactic: quickly pop up from behind cover, target an enemy, shoot him, and quickly return to cover. Repeat until the enemy is defeated.

**Explore your surroundings.** It sometimes helps to go back and search an area after a gunfight (maybe even during!). You never know what goodies might be lying around.

**Value armor.** Body armor is less plentiful in Grant City than health packs. That's for a good reason: body armor greatly adds to one's life expectancy. Of course, body armor doesn't protect against a well-placed headshot! Weapons selection and usage is critical for survival. A shotgun up close is more useful than the same shotgun from a distance. A sniper rifle is never useful in a close up gunfight, but is lethal at long range. Dual .45 pistols are great use up close and have a decent mid-range reach. Figure out what weapons work best for particular situations and you'll have no problems taking down Grant City's villains.

# STREET SMARTS

**Mix up your hand-to-hand fighting attacks.** You'll notice that enemies will begin to dodge the simplest of attack strings soon enough. The best way to take down a dodging enemy is to mix up the types of attacks. Is the enemy dodging all of your punches? Try kicking him. Try a punch-kick combination. Try throwing him. If that doesn't work and you've got a gun, just shoot him. Try dodging that.

**Dodge the enemy's hand-to-hand fighting attacks.** Don't try going toe to toe with the enemy. Dodge the enemy's attacks and then go in for the kill.

**Patience is key.** Some of the puzzles and mini-games might prove to be somewhat challenging the first time around. Take your time to learn and practice the mechanics. The important thing is to not rush through them.

**Remember man's best friend.** When in a pinch, use Shadow to take down an enemy and retrieve his gun. Good boy!

**Doing cool things will give you Adrenaline.** Disarming an enemy, grabbing an enemy as a Human Shield, throwing an enemy around, and sending Shadow to attack an enemy will earn you precious Adrenaline. Use the Adrenaline to dive in slow-motion and dodge enemy attacks.

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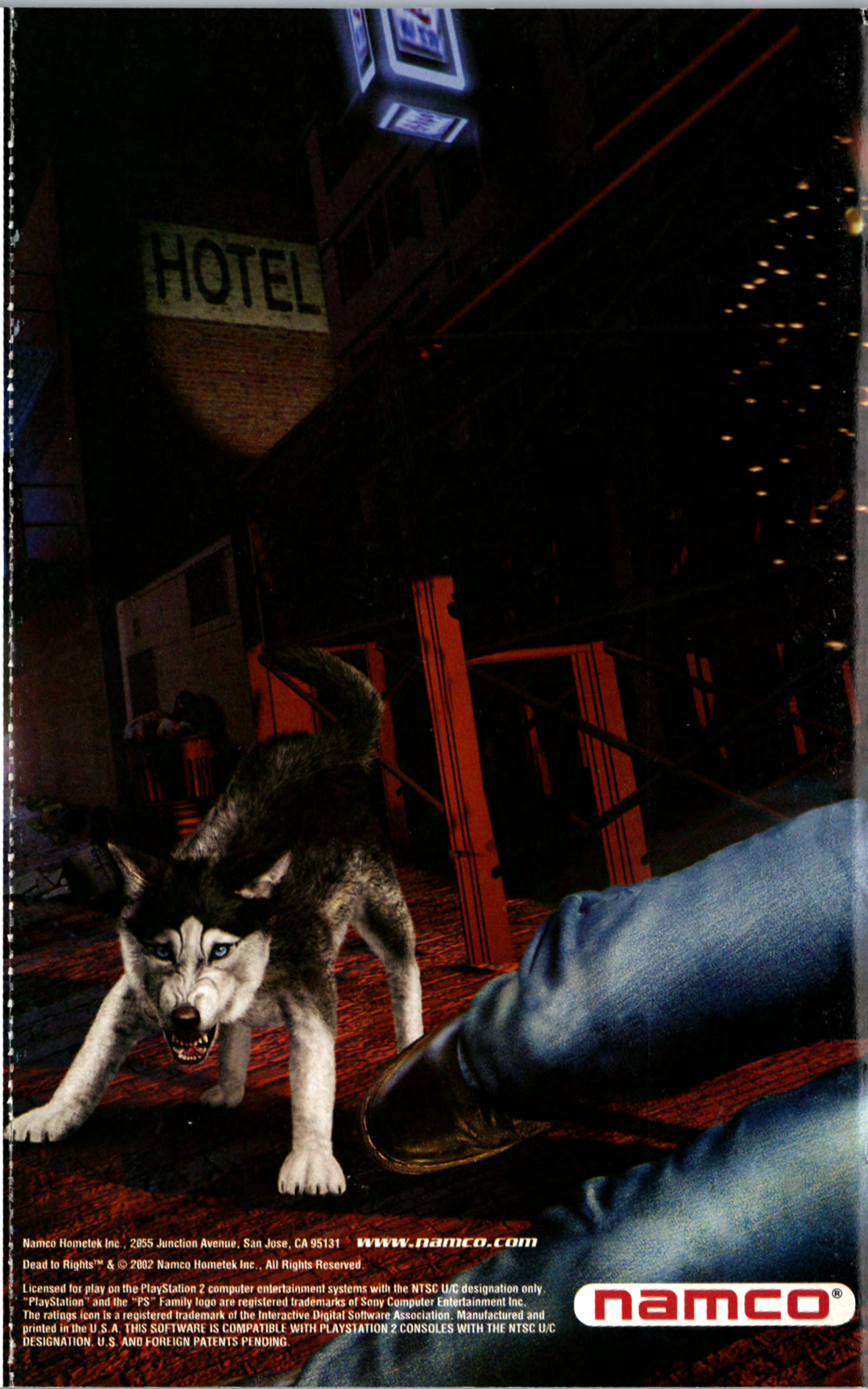


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